

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Re: Appeal to the Board of Patent Appeals and Interferences

Appellants:	Budd O. Libby)	Examiner:	Tramar Yong Harper
)		
Serial Number:	10/612,782)	Group Art Unit:	3714
)		
Filed:	July 1, 2003)	Customer Number:	22827
)		
Confirmation No.:	9688)	Deposit Account:	04-1403
)		
Title:	Animated Lottery Bingo Game)	Attorney Docket No.	SGI-0074-CIP2
)		

1. ☐ **NOTICE OF APPEAL**: Pursuant to 37 CFR 41.31, Applicant hereby appeals to the Board of Appeals and interferences from the last decision of the Examiner.
2. ☐ **PRE-APPEAL BRIEF REQUEST FOR REVIEW**: Applicant requests review of the final rejection in the above-identified application. No amendments are being filed with this request. This request is being filed with a Notice of Appeal. The review is requested for the reason(s) stated on the attached sheet(s) [No more than five (5) pages may be provided.]
3. ☒ **BRIEF** on appeal in this application pursuant to 37 CFR 41.37 is transmitted herewith (1 copy).
4. ☐ An **ORAL HEARING** is respectfully requested under 37 CFR 41.47 (due within two months after Examiner's Answer).
5. ☐ Reply Brief under 37 CFR 41.41(b) is transmitted herewith (1 copy).
6. ☐ "Small entity" verified statement filed: [] herewith [] previously.

7. **FEE CALCULATION:**

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If box 1 above is X'd enter \$ 540.00	\$ <u>0.00</u>
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PETITION is hereby made to extend the original due date of _____,
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 4 months \$1,730, 5 months \$2,350

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Date: July 6, 2009

I hereby certify that this correspondence and all attachments and any fee(s) are being deposited with the United States Postal Service as first class mail in an envelope addressed to Commissioner for Patents, Post Office Box 1450, Alexandria, Virginia 22313-1450 on July 6, 2009.

Diane L. Petrice

(Typed or printed name of person transmitting documents)

Diane L. Petrice

(Signature of person transmitting documents)

PATENT

ATTORNEY DOCKET NO.: SGI-0074-CIP2

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application: BUDD O. LIBBY et. al.)	
)	Examiner: Harper, Tramar Young
Serial No.: 10/612,782)	
)	Group Art Unit: 3714
Filed: July 1, 2003)	
)	Dep. Acct. No.: 04-1403
Title: ANIMATED LOTTERY BINGO)	
GAME)	Conf. No.: 9688

Mailstop Appeal Brief - Patents
Honorable Commissioner for Patents
U.S. Patent and Trademark Office
P.O. Box 1450
Alexandria, VA 22313-1450

BRIEF ON APPEAL

Honorable Commissioner:

Appellants submit the following brief on appeal in accordance with 37 C.F.R. § 41.37:

1. REAL PARTY IN INTEREST

The real party in interest in this matter is the assignee of record, Scientific Games International, Inc.

2. RELATED APPEALS AND INTERFERENCES

There are no other appeals or interferences known to the Appellants or the Appellants' legal representative which will directly affect or be directly affected by or have a bearing on the Board's decision in the pending appeal.

3. STATUS OF CLAIMS

Claims 20 through 28 remain pending in the present application. Claims 1-12 and 14-19 were cancelled and claims 20 through 28 were added by an amendment of April 17, 2008. Claim

13 was cancelled by an amendment dated July 31, 2006. Claims 20 through 28 have been examined and rejected by the Final Office Action of January 7, 2009. All of the pending claims are attached hereto in the Claims Appendix.

At page 2, the Final Office Action of January 7, 2009 states that claims 20-28 were rejected under 35 U.S.C. § 103(a) as being unpatentable over Malone (US 6,585,590). At page 4, however, the Examiner actually uses Malone (US 6,585,590), Graves (U.S. 6,955,604) and Itkis (2003/0171986) as the basis for the rejections.

The rejections of claims 20 through 28 are hereby appealed.

4. STATUS OF AMENDMENTS

To the Appellants' knowledge, all amendments have been entered into the record.

5. SUMMARY OF CLAIMED SUBJECT MATTER

In general, the present application is directed to an animated lottery bingo game.¹ More specifically, in one exemplary aspect, the present application provides for automating and animating lottery bingo games to avoid or reduce the amount of facilities, equipment and staff necessary to conduct a live drawing.² An animated bingo game is created, in part, using a server that includes bingo game generator that in turn includes an animation drawing subsystem.³ The animation drawing subsystem selects bingo call video segments corresponding to a winning sequence of drawn bingo game numbers and compiles the segments into a bingo game video that is transmitted by a server (to e.g., remote computers or terminals) in order to simulate a bingo game.⁴

¹ Page 1, lines 1, 12-15 (citations are to the specification).

² Page 9, line 14 – page 10, line 19.

³ Page 9, line 14 – page 10, line 19; Figs. 1A-1C, 8A-8B.

⁴ Page 9, line 14 – page 10, line 19; Figs. 1A-1C, 8A-8B.

For example, independent claim 20 is directed to a system for a lottery bingo game that graphically portrays an animated bingo game using bingo game numbers.⁵ This system includes at least one lottery terminal configured for dispensing bingo tickets to players with each bingo ticket including at least one matrix of bingo game numbers.⁶ A bingo generator is provided that includes an animation drawing subsystem that is configured for providing a sequence of drawn bingo game numbers, and the animation drawing subsystem includes a library of video segments that correspond to the bingo game numbers.⁷ A ticket validation module is configured for comparing the sequence of drawn bingo game numbers to the at least one matrix of bingo game numbers of each of the tickets to determine at least one winning ticket and a winning sequence of drawn bingo numbers.⁸ The animated drawing subsystem is configured to retrieve video segments from the library that correspond to the winning sequence of drawn bingo numbers determined by the ticket validation module.⁹ A bingo game video is compiled by the animated drawing subsystem from the video segments retrieved from the library by the animated drawing subsystem.¹⁰ A server is provided that includes a bingo game generator and is configured for transmitting the bingo game video.¹¹

In another exemplary aspect of the present invention, independent claim 24 provides a method of conducting an animated lottery bingo game using bingo game numbers. The method includes dispensing bingo tickets to players from at least one terminal wherein each bingo ticket

⁵ Page 6, lines 11 – page 7, line 20; page 9, line 16 – page 10, line 6.

⁶ Page 11, line 22, - page 12, line 4; page 13, lines 2-10; page 25, lines 4-9; page 39, lines 12-25; Figs. 3-4; 9A-9C.

⁷ Page 10, line 7 – page 11, line 21; pages 16-17, 21-36, 42-45 ; Figs. 1A- 1C ; 2A-2B; 7 ; 8A-8B ; 10.

⁸ Page 10, line 20 – page 11, line 7; page 17, line 24 – page 19, line 2; pages 20-22; Figs. 8A, 8B, 10.

⁹ Page 11, lines 1-4.

¹⁰ Page 11, lines 1-4; see also page 10, line 7 – page 11, line 21; pages 16-17, 21-36, 42-45 ; Figs. 1A- 1C, 2A-2B, 7, 8A-8B, 10.

¹¹ Page 10, line 7 – page 11, line 21; pages 16-17, 21-36, 42-45 ; Figs. 1A- 1C ; 2A-2B; 7 ; 8A-8B ; 10.

includes at least one matrix of bingo game numbers;¹² providing a sequence of drawn bingo game numbers;¹³ storing a library of video segments corresponding to the bingo game numbers;¹⁴ comparing the sequence of drawn bingo game numbers to at least one matrix of bingo game numbers of each of the tickets to determine at least one winning ticket and a winning sequence of drawn bingo game numbers;¹⁵ retrieving video segments from the library that correspond to the winning sequence of drawn bingo game numbers;¹⁶ compiling a bingo game video from the video segments retrieved from the library;¹⁷ and transmitting the bingo game video.¹⁸

6. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Applicants request that the grounds of rejection be reviewed in this appeal. Specifically, Applicants requests review of whether claims 20-28 are unpatentable under 35 U.S.C. § 103(a) over Malone (US 6,585,590), Graves (U.S. 6,955,604), and Itkis (2003/0171986).

7. ARGUMENT

Appellants respectfully submit that the presently pending claims are patentable over the cited references. All of the pending claims 20 through 28 were rejected under 35 U.S.C. § 103(a) as unpatentable over Malone (US 6,585,590, Graves (U.S. 6,955,604) and Itkis

¹² Page 11, line 22, - page 12, line 4; page 13, lines 2-10; page 25, lines 4-9; page 39, lines 12-25; Figs. 3-4, 7, 9A-9C.

¹³ Page 11, lines 8-21; page 12, lines 3-4; page 20, lines 15-24; page 25, lines 21-25; page 26, lines 9-25; page 28, line 6 to page 32, line 12; page 36, lines 2-14; page 45, line 11 - page 46, line 3; Figs. 7, 8B.

¹⁴ Pages 27-31; Figs. 2A-2B, 3, 7, 8A.

¹⁵ Page 7, lines 6 -11; page 10, line 25 and page 11, lines 1-3; page 11, lines 10-16; page 26, lines 10-16, p. 43, line 25, p. 44, lines 1-3; Figs. 7, 8A.

¹⁶ Page 6, lines 15-16; page 10, lines 14,15; page 11, lines 3-6 and 16-19; page 12, lines 11,12; page 26, lines 17-19; page 27, lines 11-13; page 28, lines 4-6; page 29, lines 19-20; page 36, lines 5-7; page 44, lines 5-7, Fig. 8A.

¹⁷ Page 6, lines 17-18; page 10, lines 2-6, 16-17; page 11, lines 6-7, 19-21; page 12, lines 13-14; page 27, lines 13-14; page 31, lines 24-25; page 36, lines 7-14 ; Fig. 8A.

¹⁸ Page 23, lines 22-23; page 30, lines 10-13, page 36, lines 22-24; page 37, lines 1-4.

(2003/0171986). As discussed below, all of the rejections should be withdrawn because these references, taken together or in combination, fail to disclose each limitation of the pending claims.

I. CLAIMS 20-23 ARE PATENTABLE UNDER 35 U.S.C. § 103 OVER THE CITED REFERENCES BECAUSE NONE OF THESE REFERENCES, WHETHER CONSIDERED SEPARATELY OR IN COMBINATION, TEACH ALL OF THE LIMITATIONS OF CLAIMS 20-23.

In part, independent claim 20 requires an animated drawing subsystem configured to retrieve video segments from a library of video segments that correspond to a winning sequence of drawn bingo name numbers, and a bingo game video that is compiled by the animated drawing subsystem from those retrieved video segments. In the Final Office Action, the Examiner concedes that Malone fails to include this limitation. Specifically, the Examiner admits that Malone “fails to disclose an animated drawing subsystem including a video library for generating/compiling video segments respective of drawn numbers including winning numbers into a bingo game video.”¹⁹ For the limitation of claim 20 that is missing from Malone, the Final Office Action turns to Graves. As set forth below, Applicants’ respectfully assert that Graves also does not provide for a bingo game video compiled from the sequence of retrieved segments as set forth in claim 20.

Graves is directed to a system and method for providing an audio visual representation of a game among widely separated participants. In contrast to claim 20 of the present invention, however, Graves does not have a server that includes an animated drawing subsystem for retrieving video segments from a library with the segments corresponding to a winning sequence of drawn bingo numbers, and Graves does not compile those segments into a bingo game video

¹⁹ Final Office Action of January 7, 2009 at 4. The Examiner’s admission reflects an improper rewrite of claim 20 in that this claim does not recite “video segments respective of drawn numbers including winning numbers.” Instead, claim 20 requires a video compiled from the winning sequence of drawn bingo game numbers—not just numbers that might include the winning sequence.

for transmission by the server. Instead, Graves indicates that a library of video clips is maintained on each remote computer instead of a central server.²⁰ In addition, these clips are displayed one at a time (not as a bingo game video compiled from the individual segments corresponding to the winning sequence of drawn numbers).²¹ Graves teaches the individual display of each and all called bingo number video segments (shown from a video clip located on the remote computer) consecutively until a player interrupts the drawing by claiming to be a winner.²² For example, the disclosure of Graves explicitly provides:

As each number is drawn or electronically determined, it is transmitted to the game director's workstation and immediately sent via the Internet 12 (as seen in Figure 1) to all participating remote locations.

As each number is received by a client computer at a remote location, a stored video clip is played showing the drawing of that number. Whenever a player at a remote location claims to have a winning card, a game director, upon receiving notification of this event, stops the ball call sequence until the win can be verified as described above.²³

Thus, in contrast to claim 20, Graves i) does not teach a bingo game video compiled from video segments corresponding to the winning sequence, ii) does not teach that those video segments are stored in a library of a bingo game generator located on a server, iii) does not teach that those segments are retrieved according to a winning sequence of drawn bingo numbers provided by the bingo game generator, and iv) does not transmit from the server the bingo game video compiled from individual segments. No other art cited by the Examiner cures the deficiencies of Graves.

To be sure, numerous other paragraphs in Graves confirm that this cited reference teaches only the display of individual video clips –displayed one at a time as each number is drawn and regardless of whether the number is part of the winning sequence. For example, Graves provides

²⁰ Graves at Col. 4, lines 11-14.

²¹ Graves at Col. 5, line 5 to Col. 6, line 4.

²² *Id.*

²³ Graves at Col. 5, line 66 to Col. 6, line 1 (emphasis added).

a description beginning at Col. 7, line 44 making clear that video clips of all called balls are displayed one at a time as each ball is drawn:

- 1) Video Clip: Greeting and Introduction to the Game (explanation of winning patterns, prizes, etc.);
- 2) Video Clip: Call Balls;
- 3) Phone Bridge: One of the halls announces a "BINGO" by a player;
- 4) Video Clip: "We have a (another) possible winner . . .";
- 5) Video Clip: Insert ad or announcement while Serial Number of possible winning card sent to Central Game Host;
- 6) Keyboard Entry from Remote Hall: Serial number of potential winning card sent to Central Game Host;
- 7) Data Transmission from Central Host to All Remote Halls: Serial number of potential winning card;
- 8) Algorithm: Daubed card displayed in all halls and at Central Game Host (verifier algorithm);
- 9) Video Clip: "We have a winner . . ." or "Sorry, no match";
- 10) If no match, jump to 2), etc. Otherwise, go to 11);
- 11) "Any more potential winners?" If yes (via phone bridge), go to 4) if no, go to 12);
- 12) "While tonight's winner (or winners) is going to the MegaChenko board to play for cash or an opportunity to play in our "Million Dollar Must Go" game, we will continue to draw balls for your in-hall must go prize.

As stated, step 2 provides a video clip for call balls. However, only one clip of a single call is shown as each call is made. For example, if a player declares "BINGO," the draw is interrupted as shown in Step 3. In step 9, if the win is not verified, a video clip is played indicating "Sorry, no match." In such case, according to step 10, the draws continue with a video clip of each draw as in step 2 until someone again declares "BINGO" as in step 3 and the draw is interrupted again. All calls are displayed—not just the winning sequence of bingo calls as required by claim 20. This sequence is also visually depicted in Graves' flowchart at Fig. 6 which shows that the next clip of a draw is not displayed if a player declares BINGO:

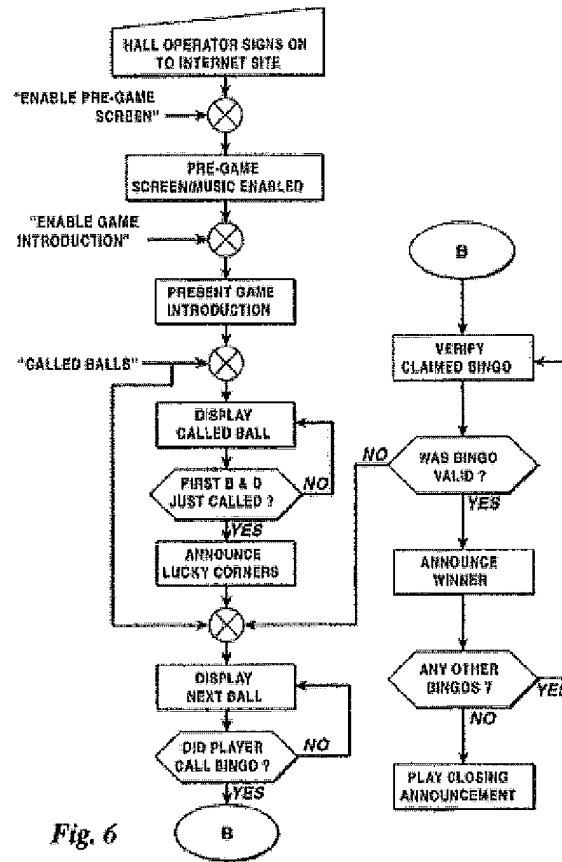


Fig. 6

In contrast, as previously explained, claim 20 of the present application requires transmission from a server of a bingo game video that is compiled from video segments representing the winning sequence of numbers. No such video is taught by Graves or any other art cited in the Final Office Action. Accordingly, Applicants respectfully submit that the rejection of claim 20 and its dependent claims 21-23 should be withdrawn and the claims allowed to issue.

II. CLAIMS 24-28 ARE PATENTABLE UNDER 35 U.S.C. § 103 OVER THE CITED REFERENCES BECAUSE NONE OF THESE REFERENCES, WHETHER CONSIDERED SEPARATELY OR IN COMBINATION, TEACH ALL OF THE LIMITATIONS OF CLAIMS 24-28.

Independent claim 24 requires comparing a sequence of drawn bingo numbers to a matrix of bingo game numbers to determine at least one winning ticket and a winning sequence of drawn bingo numbers. Video segments corresponding to the winning sequence of numbers are retrieved from a library and compiled into a bingo game video. The bingo game video is transmitted for viewing. As stated above, the Examiner admits that Malone fails to indicate a bingo game video but recites Graves for this video.

Graves is directed to a system and method for providing an audio visual representation of a game among widely separated participants. In contrast to claim 20 of the present invention, however, Graves does not indicate retrieving video segments from a library with the segments corresponding to a winning sequence of drawn bingo numbers, and Graves does not compile those segments into a bingo game video for transmission. Instead, Graves indicates that a library of video clips is maintained on each remote computer instead of a central server.²⁴ In addition, these clips are displayed one at a time – (not as a bingo game video compiled from the individual segments corresponding to the winning sequence of drawn numbers).²⁵ Graves teaches the individual display of each and all called bingo number video segments (shown from a video clip located on the remote computer) consecutively until a player interrupts the draw by claiming to be a winner.²⁶ For example, the disclosure of Graves explicitly provides:

As each number is drawn or electronically determined, it is transmitted to the game director's workstation and immediately sent via the Internet 12 (as seen in Figure 1) to all participating remote locations.

²⁴ Graves at Col. 4, lines 11-14.

²⁵ Graves at Col. 5, line 5 to Col. 6, line 4.

²⁶ Id.

As each number is received by a client computer at a remote location, a stored video clip is played showing the drawing of that number. Whenever a player at a remote location claims to have a winning card, a game director, upon receiving notification of this event, stops the ball call sequence until the win can be verified as described above.²⁷

Thus, in contrast to claim 20, Graves i) does not teach a bingo game video compiled from video segments corresponding to the winning sequence, ii) does not teach that those video segments are stored in a library of a bingo game generator located on a server, iii) does not teach that those segments are retrieved according to a winning sequence of drawn bingo numbers provided by the bingo game generator, and iv) does not transmit from the server the bingo game video compiled from individual segments. No other art cited by the Examiner cures the deficiencies of Graves.

To be sure, numerous other paragraphs in Graves confirm that this cited reference teaches only the display of individual video clips –displayed one at a time as each number is drawn and regardless of whether the number is part of the winning sequence. For example, Graves provides a description beginning at Col. 7, line 44 making clear that video clips of all called balls are displayed one at a time as each ball is drawn:

²⁷ Graves at Col. 5, line 66 to Col. 6, line 1 (emphasis added).

- 1) Video Clip: Greeting and Introduction to the Game (explanation of winning patterns, prizes, etc.);
- 2) Video Clip: Call Balls;
- 3) Phone Bridge: One of the halls announces a "BINGO" by a player;
- 4) Video Clip: "We have a (another) possible winner . . .";
- 5) Video Clip: Insert ad or announcement while Serial Number of possible winning card sent to Central Game Host;
- 6) Keyboard Entry from Remote Hall: Serial number of potential winning card sent to Central Game Host;
- 7) Data Transmission from Central Host to All Remote Halls: Serial number of potential winning card;
- 8) Algorithm: Daubed card displayed in all halls and at Central Game Host (verifier algorithm);
- 9) Video Clip: "We have a winner . . ." or "Sorry, no match";
- 10) If no match, jump to 2), etc. Otherwise, go to 11);
- 11) "Any more potential winners?" If yes (via phone bridge), go to 4) if no, go to 12);
- 12) "While tonight's winner (or winners) is going to the MegaChenko board to play for cash or an opportunity to play in our "Million Dollar Must Go" game, we will continue to draw balls for your in-hall must go prize.

As stated, step 2 provides a video clip for call balls. However, only one clip of a single call is shown as each call is made. For example, if a player declares "BINGO," the draw is interrupted as shown in Step 3. In step 9, if the win is not verified, a video clip is played indicating "Sorry, no match." In such case, according to step 10, the draws continue with a video clip of each draw as in step 2 until someone again declares "BINGO" as in step 3 and the draw is interrupted again. All calls are displayed—not just the winning sequence of bingo calls as required by claim 24. This sequence is also visually depicted in Graves' flowchart at Fig. 6 which shows that the next clip of a draw is not displayed if a player declares BINGO:

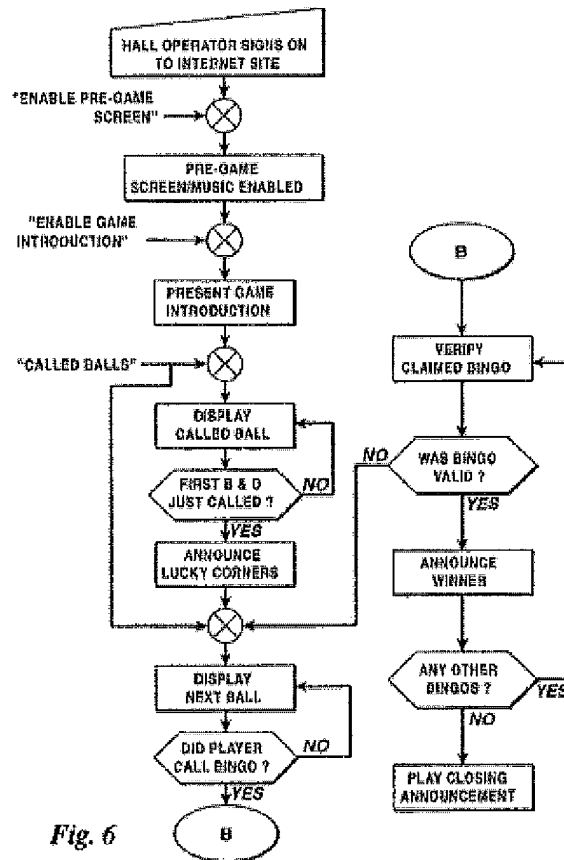


Fig. 6

In contrast, as previously explained, claim 20 of the present application requires transmission from a server of a bingo game video that is compiled from video segments representing the winning sequence of numbers. No such video is taught by Graves or any other art cited in the Final Office Action. Accordingly, Applicants respectfully submit that the rejection of independent claim 24 and its dependent claims 25-28 should be withdrawn and the claims allowed to issue.

III. CLAIMS 20-28 ARE PAENTABLE UNDER 35 U.S.C. § 103(A) BECAUSE THE REFERENCES CITED BY THE EXAMINER ACTUALLY TEACH AWAY FROM THE COMBINATION USED BY THE EXAMINER.

It is improper to combine references where the references teach away from their combination. M.P.E.P. § 2145 Part X. Graves explicitly teaches that that the interaction of

players should be incorporated into the presentation of game events.²⁸ The purpose of Malone, however, is to address the unfairness that results when remote players experience slow connections or interruptions in connections with the central computer.²⁹ To address this problem, Malone does not transmit individual bingo numbers as they are generated. Rather, Malone first determines the entire sequence of bingo numbers and the winning game card prior to any transmission to remote players.³⁰ This allows a player on a remote game client computer to win regardless of any connection speed or disconnection with the central computer during play because the player is not required to actively participate in a live bingo game. It would defeat the purpose of Malone to incorporate the interaction of players into the presentation of game events as required by Graves. Therefore, Applicants respectfully assert that the Examiner's combination of Malone and Graves is improper. Applicants respectfully submit that the rejection of claim 20-28 should be withdrawn and the claims allowed to issue.

IV. CLAIMS 20-28 ARE PAENTABLE UNDER 35 U.S.C. § 103(A) BECAUSE THE REFERENCES CITED BY THE EXAMINER ACTUALLY TEACH AWAY FROM THE CLAIMED INVENTION.

Applicants respectfully traverse the rejection of claims 20-28 under 35 U.S.C § 103(a) for at least the reason that Graves teaches away from the claimed invention. The prior art must be considered in its entirety, including disclosures that teach away from the claims. M.P.E.P. § 2141.02 Part VI. Graves expressly teaches away from the transmission of a bingo video compiled from video segments corresponding to a winning sequence of drawn numbers. An explicit objective of Graves is to provide an interactive bingo game with realistic audio visual representation of the game without the necessity of the increased bandwidth for transmitting

²⁸ Graves, col. 3, lines 35-37.

²⁹ Malone, col. 3, lines 34-59.

³⁰ Malone, col. 5, lines 16-35.

“still pictures” or “video of an actual game event.”³¹ According to Graves, increased bandwidth leads to “often unacceptable increases in system costs and complexity.”³² Graves solves this problem by storing video segments on remote game client computers instead of transmitting the bingo video segments.³³ As stated above, these video segments are displayed separately rather than as a single, compilation as required by Claims 20-28 of the present application. Therefore, Applicants respectfully submit that Graves teaches away from the transmission of a bingo video compiled from video segments corresponding to a winning sequence of drawn numbers.

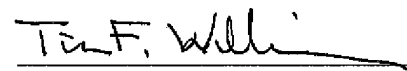
V. CONCLUSION

Therefore, Applicants respectfully submit that all rejections under 35 U.S.C. § 103(a) should be withdrawn and the claims allowed to issue. Applicants request favorable action and allowance of the presently pending claims. Please charge any additional fees required by this Appeal Brief to Deposit Account No. 04-1403.

Respectfully requested,

DORITY & MANNING, P.A.

Date: 6 July, 2009


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³¹ Graves, col. 1, line 59 to col. 2, line 14.

³² Graves, col. 1, line 67 to col. 2, line 2.

³³ Graves, col. 6, lines 33-43.

8. **CLAIMS APPENDIX**

1-19. (Cancelled).

20. (Previously Presented) A system for a lottery bingo game that graphically portrays an animated bingo game using bingo game numbers, the system comprising:

at least one lottery terminal configured for dispensing bingo tickets to players, each said bingo ticket comprising at least one matrix of bingo game numbers;

a bingo game generator comprising an animation drawing subsystem and configured for providing a sequence of drawn bingo game numbers, said animation drawing subsystem comprising a library of video segments corresponding to the bingo game numbers;

a ticket validation module configured for comparing said sequence of drawn bingo game numbers to the said at least one matrix of bingo game numbers of each of said tickets to determine at least one winning ticket and a winning sequence of drawn bingo numbers, wherein said animation drawing subsystem is configured to retrieve video segments from said library that correspond to said winning sequence of drawn bingo numbers determined by said ticket validation module;

a bingo game video compiled by said animation drawing subsystem from the video segments retrieved from said library by said animation drawing subsystem; and

a server that includes said bingo game generator, said server configured for transmitting said bingo game video.

21. (Previously Presented) A system for a lottery bingo game as in claim 1, wherein said bingo game video further comprises one or more pre-recorded video segments of an announcement of the bingo game result by a real person.

22. (Previously Presented) A system for a lottery bingo game as in claim 1, wherein each said bingo ticket is associated with a corresponding ticket identifier, and said wherein said ticket validation module stores game data for each said bingo ticket including said ticket identifier and said at least one matrix of bingo game numbers for each said ticket.

23. (Previously Presented) A system for a lottery bingo game as in claim 1, wherein said bingo game video is published on a web site to which players can connect to participate in the lottery bingo game.

24. (Previously Presented) A method of conducting an animated lottery bingo game using bingo game numbers, comprising the steps of:

dispensing bingo tickets to players from at least one terminal, each said bingo ticket comprising at least one matrix of bingo game numbers;

providing a sequence of drawn bingo game numbers;

storing a library of video segments corresponding to the bingo game numbers;

comparing the sequence of drawn bingo game numbers to at least one matrix of bingo game numbers of each of the tickets to determine at least one winning ticket and a winning sequence of drawn bingo game numbers;

retrieving video segments from the library that correspond to the winning sequence of drawn bingo game numbers;

compiling a bingo game video from the video segments retrieved from said library; and transmitting the bingo game video.

25. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 24, further comprising the step of integrating into the bingo game video one or more prerecorded video segments of the bingo game result by a real person.

26. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 24, further comprising the step of associating each ticket with a corresponding ticket identifier.

27. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 26, further comprising the step of storing game data for each bingo ticket including the corresponding ticket identifier and the at least one matrix of bingo game numbers for each bingo ticket.

28. (Previously Presented) A method of conducting an animated lottery bingo game as in claim 24, further comprising the step of publishing the bingo game video onto a website to which players may connect to participate in a graphical simulation of the animated lottery bingo game.

9. EVIDENCE APPENDIX

None.

10. RELATED PROCEEDINGS APPENDIX

None.